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JALECO

BRAWL BROTHERS™

INSTRUCTION BOOKLET

SUPER NINTENDO ENTERTAINMENT SYSTEM

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WHY SHOULD YOU JOIN THE JALECO *MAJOR PLAYER'S CLUB?*

Here's what you get if you join

- **WIN FREE GAMES**
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- **FIND OUT ABOUT NEW GAMES**
  Find out about new Jaleco games before they're released! Get in on special Jaleco promotions and contests! ***And more!***
- **TEST GAMES BEFORE THEY'RE RELEASED**
  Hey, maybe we'll even ask a few of you if you'd like to test Jaleco games *before they're released!* You could be selected as a **Jaleco *Major Player!***

Here's what you get if you don't join

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Here's how to join

- **Find the Jaleco*Major Player's Membership/ Warranty* card enclosed in this package.**
- **Fill in the information requested on the card.**
- **Put a stamp on the card.**
- **Drop the card in the mail.**

That's right, all you gotta do is fill out the card, mail it to us, and you're in! **Even if you've joined before, fill out the card and send it again. It will increase your chances of winning!** Welcome to the club!

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WARNING: PLEASE READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THE PRODUCT CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

INTRODUCTION

Well, it looks like just another quiet afternoon down at the local gym. Our two friends, Rick (better known as Hack) and Doug (a.k.a. Slash) are busy coaching their trainees in the finer points of self-defense...'cause it's a tough world out there in the streets of Bayside City. These guys know all the moves, from martial arts to pro wrestling throws — and they don't hesitate to use 'em. Hey, they're not called the *Brawl Brothers* for nothing!

But wait a minute, maybe things aren't so quiet after all...we've got some serious trouble on our hands. The gym's three best fighters have just been kidnapped! You know who I mean — Lord J., Kazan, and Wendy. Lord J.'s the really big guy with a black belt in karate. Kazan is the ninja master. He's fast on his feet, but carries a sword with him at all times...just in case. And Wendy, well, she's a lot tougher than she looks — no doubt about it, this girl can hold her own with the best of them.

Uh oh, more bad news, dudes — the kidnappers belong to a gang of thugs run by this psycho called Dieter. Believe me when I say the guy is way, way out there. He's got all these scientists working for him, creating hundreds of clones from the people he kidnaps. Dieter uses the clones as his own personal army, so naturally they're really strong...and really nasty. Who knows what evil plans lurk in that demented mind of his? So far nobody's been able to stop him, but I get the feeling he's messing with the wrong crowd this time!

Back in Bayside City, Hack and Slash are making their plans. They've got what it takes, and they're ready for the fight of their life. With a little luck they can rescue their friends, then put an end to Dieter and his gang once and for all. Yeah, those scum thugs better look out...there won't be much left of them when the *Brawl Brothers* get through!

OBJECT OF THE GAME

If you're looking for non-stop action, you've come to the right place! The *Brawl Brothers* delivers a real knockout punch, with enough moves and mayhem to challenge the best you've got to offer. Make the game as easy or as difficult as you like when you choose your options. You can limit the number of lives and continues, even control the number of enemies! Play solo, join forces with a friend, or go head-to-head with your partner in a one-on-one competition. Stick with one character, or take turns with all five...the *Brawl Brothers* lets you do it your way!

You come face-to-face with Dieter's evil forces right from the start — villains with names like Heckler, Phantom, Led Hed, Fnord (huh?) and, of course, Butch. Your adventures take you through four stages, from the Bayside City streets to a labyrinth of underground storm drains, then into the jungle and across the rooftops to the Command Center, where Dieter keeps his secret Air Fortress...a flying battleship worthy of the name. Be prepared to find your way out of a couple of mazes along the way — you'll have to use your brains *and* your fists if you want to survive this one!

Not to worry, though — you've got plenty of talent to choose from. The *Brawl Brothers* are actually five guys...or four guys and a girl, to be exact. Each character has their own distinct personality and moves, from jabs and body slams to flying kicks and pile drivers. Hack is the mastermind of the operation — but he still throws a mean punch! Slash, his best buddy, is the enforcer of the group — a real heavy-hitter. Kazan is a ninja fighter with special powers. Lord J. is a world-class judo master and black belt in karate. And last but not least, there's Wendy — a pro-wrestler with awesome power...for a girl, that is!

You choose two characters at the beginning of the game — your main character and a backup. The other three are kidnapped by Dieter and his gang of thugs, who use them to create clones — evil twins with super-human strength. Your final confrontation on each stage is a fight to the finish with one of these clones — and believe me, they only look like your friends! Once you defeat the clone, your friend is set free and can be chosen for the next round. Dieter himself appears at the end of the final stage as he tries to make his escape in the Air Fortress.

You arrive just in time, crawling over the wing and into the hatch as the massive flying fortress gets airborne. Your mission is clear — you've gotta find Dieter, then survive the final battle and escape before he blows the whole thing sky high...hey, if he's going down, he's gonna take you with him! With all this to look forward to, we think you'll agree that the *Brawl Brothers* clobbers the competition...and keeps you coming back for more. So what are you waiting for? Pick a player and get into the action!

GETTING STARTED

1. Place the *Brawl Brothers* Game Pak into your Super NES™ and turn on the unit.
2. The title screen appears.
3. Press **START** to begin the game.
4. The *Brawl Brothers* includes three play modes: 1 Player, 2 Player, and Player versus Player (VS MODE on the menu screen).

Select OPTION MODE to choose your options before beginning the game, including the number of Lives, number of Continues, and Difficulty Level. Use the Control Pad to select an option, then press any button.

One-Player Game

Choose **1 Player Game** from the menu screen. When the SELECT PLAYER screen appears, use the Control Pad to position the cursor over a character and press the **Y Button**. Next, you must select a second, "backup" character. If you lose all of your lives and choose to continue the game, you will have the option of switching to the backup character at that time. Also, if a second player joins the game (by pressing **START** on Controller 2), they will control this character. After you choose a second character, the map screen appears. Press any button to begin.

Two-Player Game

Choose **2 Player Game** from the menu screen. The SELECT PLAYER screen appears. Player 1 uses the red icon. Player 2 uses the blue icon. Press **Left** or **Right** on your Control Pad to select a character, then press the **Y Button** to confirm your selection (the icon will start to flash). Each player must choose a different character. Note that a second player may join a One-Player game at any time by pressing **START** on Controller 2. When both players have selected a character, the map screen appears. Press any button to begin.

Player Versus Player

Choose **VS MODE** from the menu screen. When the SELECT PLAYER screen appears, each player chooses a different character. Confront your opponent in three rounds of head-to-head competition. The first player to win two rounds is the champion.

The OPTIONS Screen

Choose OPTION MODE on the menu screen to display the OPTIONS screen.

Press **Up** or **Down** on the Control Pad to select an option, then press **Left** or **Right** on the Control Pad to change that option. When you have finished choosing your options, select **EXIT** and press any button to return to the title screen. Option changes are not saved, so you will need to set the options each time you turn on your Super NES.

Lives	Select the number of extra lives, from 0 to 5. The default is 3.
Continues	Select the number of continues, from 0 to 5. The default is 3.
Difficulty Level	Select the difficulty level. Your choices are EASY, NORMAL, and HARD. The default is HARD. As the difficulty level increases, you'll find more enemies and fewer recovery items, and will have a harder time defeating the bosses.
2 Play Hit	Choose ON or OFF. When this option is ON, you can attack or steal from your partner in a Two-Player game. The default is ON.

Sound Mode Choose STEREO or MONAURAL sound. The default is STEREO.

Music Test Plays 10 musical selections from the game. Choose an option from 0 to 9, then press the **Y Button** or the **B Button** to play that musical selection. Press the **X Button** to turn off the music.

Sound FX Test Plays all of the sound effects from the game. Choose a sound effect, then press the **Y Button** or the **B Button** to play that effect. Press the **X Button** to turn off continuous sound effects.

Music Turns the music ON or OFF. The default is ON. Sound effects are always on.

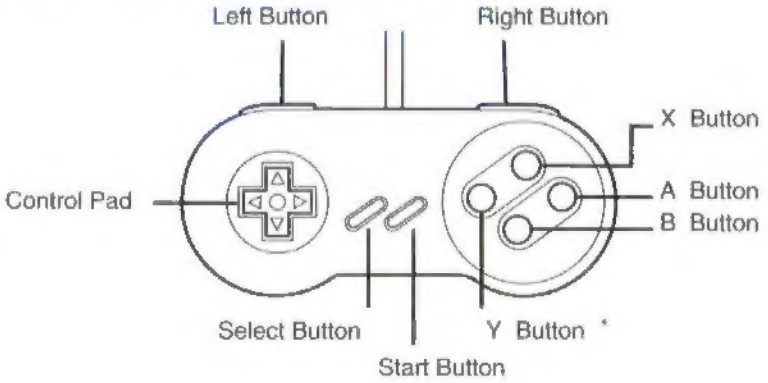
Angry Mode Turn this option ON or OFF. When this option is ON, your player will go into Angry Mode after he takes a couple of hits. When a player is in Angry Mode, he is more powerful and cannot be attacked. Angry Mode lasts for a limited amount of time — as long as your player is flashing. The default is OFF.

Control You may change the controls for Attack, Pose, Special Attack, Jump, and Dash Type. Press **Up** or **Down** on the Control Pad to choose a control, then press **Left** or **Right** to change it. Press **START** to return to the OPTIONS screen. **NOTE:** If you choose the same button for two controls, you will not be able to exit the KEY CONFIG screen. Default controls are:

ATTACK	**Y**
POSE	**X**
SPECIAL ATTACK	**A**
JUMP	**B**
DASH TYPE	**TYPE A**

DASH TYPE affects the way your character runs. If you choose DASH TYPE A, your character will continue to run after you release the Control Pad. If you choose DASH TYPE B, the player will stop running when you release the Control Pad.

CONTROLLER FUNCTIONS



Moves

All characters share the following moves:

Walk	Control Pad **Up**, **Down**, **Left**, or **Right**
Jump	**B Button**
Pose	**X Button**
Dash Left	Press **Left** on Control Pad twice
Dash Right	Press **Right** on Control Pad twice
Pick Up/Use Weapon	**Y Button**
Pick Up/Eat Recovery Item	**Y Button**
Throw Weapon	**L Button** or **R Button**

Attack Moves

Each character has his or her own distinct set of attack moves, as described below. To perform certain moves, you must grab your enemy by moving in very close.

Lord J.

Punch	**Y Button**
Spinning Kick	**B Button** + **Y Button**
Running Punch	**Y Button** while dashing left or right
Body Slam	Grab + **Y Button**
Back Drop	Grab from behind + **Y Button**

Kazan

Punch	**Y Button**
Slash	**B Button** + **Y Button**
Sliding Kick	**Y Button** while dashing left or right
Flip Throw	Grab + **Y Button**
Back Drop	Grab from behind + **Y Button**
Triple Jump	Press the **B Button** three times

Hack

Punch	**Y Button**
High Kick	**B Button** + **Y Button**
Flying Kick	**B Button** + **Y Button** while moving
Body Slam	**Y Button** while dashing left or right
Throw	Grab + **Y Button**
Back Drop	Grab from behind + **Y Button**

Wendy

Jab	**Y Button**
Double Kick	**B Button** + **Y Button**
Spinning Kick	**B Button** + **Y Button** while moving
Sliding Double Kick	**Y Button** while dashing left or right
Body Slam	Grab + **Y Button**
Back Drop	Grab from behind + **Y Button**

Slash

Punch	**Y Button**
Flying Kick	**B Button** + **Y Button**
Flying Punch	**B Button** + **Y Button** while moving
Head Kick	**Y Button** while dashing left or right
Flaming Lighter	**Y Button** + **X Button**
Pile Driver	Grab + **Y Button**
Body Slam	Grab from behind + **Y Button**

Special Attack

Each character has his or her own deadly special attack move. Press the **A Button** to perform the special attack. After using the special attack, your character's energy will decrease temporarily. You will regain your energy after a period of time, unless you are attacked (or use the special attack move again) during this time. The special attack moves are:

Lord J.	Electric Zap	**Wendy**	Somersault Kick
Kazan	Sonic Slam	**Slash**	Fire Punch
Hack	Power Punch		

Other Moves

Breaking a Hold
If one of your opponents manages to grab and hold you, press the **Y Button** quickly to break his hold and grab him back — then throw him before he has a chance to throw you!

Counter Attack
If you are grabbed from behind, quickly press the **Y Button** to make a counter move against your attacker.

Follow Up Attack
Once you knock an enemy down, get close to him and press the **Y Button** to hit him again while he's down.

ON-SCREEN DISPLAYS

Energy Meter
Player One's energy meter appears in the upper left corner of the screen, beneath the name of the character. You lose energy each time you are hit. When your energy runs out, you lose a life. In a Two Player game, Player Two's energy meter and other information appear in the upper right corner of the screen. During combat with an enemy, that enemy's name, energy meter, and character icon appear beneath your own.

Lives
The number of lives remaining (in addition to the current life) is displayed above the Energy Meter, next to the character's name. When your Energy Meter runs out, you lose a life. Normally, you begin each game with three extra lives. You may change this number on the OPTIONS screen if you wish. When you lose a life, a character icon drops down automatically. Use the Control Pad to position this icon, then press **START** to begin.

Angry Mode
Your character switches into Angry Mode when he comes under heavy attack. You'll know when it happens — he starts flashing. In Angry Mode, you are more powerful and cannot be hurt by your opponents. Unfortunately, Angry Mode only lasts for a limited amount of time. You can turn this option on or off on the OPTIONS screen.

Continues
In a One-Player game, the number of Continues appears on the top of the screen, across from your character's Energy Meter. Normally, you begin the game with three Continues. You may change this number on the OPTIONS screen if you wish. After losing your last life, simply press **START** before the countdown timer reaches "0" to continue the game.

When you continue a game, you may keep the same character or switch to your "backup" character. Once you rescue one of your friends (by defeating the clone at the end of a stage), you may select that character as well. To change characters, press **Left** or **Right** on the Control Pad. The picture at the top of the screen changes to show which character you are choosing. When you press **START**, a character icon drops down automatically. Use the Control Pad to position this icon, then press **START** again to begin.

Joining the Action
During a One-Player game, you will see the words "PRESS START" flashing in the upper right corner of the screen. This indicates that a second player can join the action simply by pressing **START** on Controller 2. Once a second player presses **START,** a picture of the "backup" character appears on the right side of the screen. If other characters are available, you may change characters by pressing **Left**

or **Right** on the Control Pad. When you press **START**, a character icon drops down automatically. Use the Control Pad to position this icon, then press **START** again to begin.

SCORING

You get one point for each enemy you defeat. Your Stage Score and Total Score appear at the end of every stage.

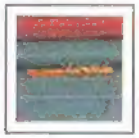
SPECIAL ITEMS

Pick up a special item by standing next to it and pressing the **Y Button**. Press the **Y Button** again to use a weapon or consume a recovery item.

Weapons

Sledge Hammer

Steel Pipe


Spiked Bat

Shotgun

Knife

Rock

Dumbell

Bomb

Throwing weapons (Knives, Rocks, Dumbells, and Bombs) can only be used once. Other weapons can be used as long as you can hold on to them. If you're knocked down and drop your weapon, try to pick it up again before you move out of range.

Recovery Items

First Aid Kit
Restores all of your strength
100%

Piece of Cheese
50%

Chicken Leg
100%

Chocolate Bar
Restores 1/4 of your strength

Can of Juice
Restores 1/2 of your strength
50%

Pancakes

THE STAGES

The *Brawl Brothers* includes four multi-level stages and a non-stop supply of no-good, vicious villains. These stages are:

Stage 1

Your friends have been kidnapped by that wacko dude Dieter...and you're not gonna take it! Your search begins on the streets of Bayside City, but Dieter's thugs are there before you. Trash the slimeballs, then move on to the Bayside Bridge. They keep comin' at you, on foot and even in a helicopter! Dodge the machine gun fire (at

least his guys get it too), then drop to the storm drains as the bridge collapses. More enemies are lurking down below in the maze of tunnels...if you're not careful, you could be stuck down here for hours. Find the exit ladder, then climb up and face your first big showdown with one of Dieter's evil clones.

Stage 2
Well, you survived the first challenge and rescued one of your friends... now it's time to continue your search for the others. You head into the jungle — but the path is full of land mines! Explode the mines by throwing your enemies on top of them...if you don't land on them first, that is. At the end of the path, a moving platform takes you up, up, up — all the way to the top of Dieter's training complex. He's using the place as a staging area for his attack helicopters and rocket launchers...and the guards aren't exactly happy to see you! Fight your way to the end of the complex, then destroy the Super 'Copter before your next "friend" shows up.

Stage 3
Another victory! No doubt about it, you've got what it takes. With just one friend left to rescue, you head across the rooftops in search of Dieter's Command Center. Better watch your footing as you move from building to building...it's a long way down. At last you find it — the main headquarters! Dieter didn't provide a floor plan, so you'll have to find your way around the building yourself. Move from one elevator to another as you travel from floor to floor in search of your kidnapped friend. Unfortunately, their clone appears first. Crush the scum bag before they do the same to you. Now all your friends are safe...but where is Dieter?

Stage 4
It looks like Dieter heard you coming and decided to make his escape in the Air Fortress — a huge flying battleship. You jump onto the tail as the airship takes off, then fight your way across the wing to the entry hatch. Inside, more enemies come at you in a final, furious defense of their evil boss. At last...the moment you've been waiting for...it's Dieter himself! Hey, wait a minute — this guy doesn't look so tough. Of course, looks can be deceiving...as you soon find out. Dieter eventually goes down in defeat, but he's got one last trick up his sleeve — the auto-destruct sequence! Don't worry, I'm sure you'll find a way out of this one...

GAME TIPS — THE JALECO *MAJOR PLAYER'S HOTLINE*

If there's something you don't understand about your new Jaleco game, or if you're having problems with your cartridge, or if you're just plain stuck, you're welcome to call the Jaleco *Major Player's Hotline* between the hours of 8:30AM and 5:00PM Central time Monday through Friday (except holidays). One of our friendly game counselors will be happy to give you tips or help you out with any problems you're having. Here's the number to call:

708-215-2359

Note: Normal telephone charges apply when you call the hotline number. It is not a toll-free call. Kids: get your parent's or guardian's permission to call before dialing the Jaleco *Major Player's Hotline!*

TAKING CARE OF YOUR JALECO GAME

- This Jaleco Game Pak is a precision-crafted device with complex electronic circuitry. Avoid subjecting it to undue shock or extremes of temperature. Never attempt to open or dismantle the Game Pak.
- Do not touch the terminal leads or allow them to come into contact with water or the game circuitry will be damaged.
- Always make sure your Super NES Control Deck is SWITCHED OFF when inserting the Game Pak or removing it from the Super NES Control Deck.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

— Reorient the receiving antenna
— Relocate the SNES with respect to the receiver
— Move the SNES away from the receiver
— Plug the SNES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: *How to Identify and Resolve Radio/TV Interference Problems.* This booklet is available from the U. S. Government Printing Office, Washington, DC 20402. Stock No. 004-000-00345-4.

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Say goodnight, Gracie.

The weather's quite fine here in London.
Oh, we've had a bit of rain and all that.